



**ABAP** 

Apex Apex

**C** C

C++

CloudFormation

COBOL

C# C#

**g** css

**⋈** Flex

**-co** Go

HTML

Java

Js JavaScript

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

Terraform

**■** Text

Ts TypeScript

T-SQL

**VB** VB.NET

VB6 VB6

XML XML



## Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

Tags

Security.allowDomain(...) should only be used in a tightly focused manner Vulnerability flash.system.Security.exactSettings property should never be set to false Vulnerability Dynamic classes should not be used Code Smell "LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed Vulnerability "default" clauses should be first or last Code Smell Event types should be defined in metadata tags Code Smell Event names should not be hardcoded in event listeners

Code Smell

The special "star" type should not be used

Code Smell

Variables of the "Object" type should not be used

Code Smell

Methods should not be empty

Code Smell

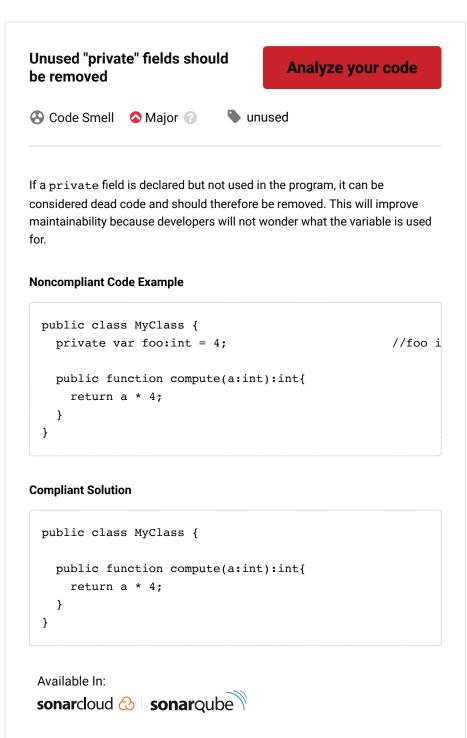
Constant names should comply with a naming convention

Code Smell

All branches in a conditional structure should not have exactly the same implementation

📆 Bug

Classes that extend "Event" should



Search by name...

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override "Event.clone()"  • Bug
Constructors should not dispatch events
Rug
"ManagedEvents" tags should have companion "Event" tags
<b>∰</b> Bug
Objects should not be instantiated inside a loop
Two branches in a conditional structure should not have exactly the same implementation
Constructor bodies should be as lightweight as possible
Only "while", "do" and "for" statements should be labelled
Statements, operators and keywords specific to ActionScript 2 should not be used
"for" loop stop conditions should be invariant
Unused function parameters should be removed
Code Smell